

Universiti Teknologi MARA

**Learning Alphabets Using Multimedia
Approach**

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Thesis submitted in fulfillment of the requirements for
Bachelor of Science (Hons) Information Technology
Faculty of Information Technology And
Quantitative Sciences

April 2005

DECLARATION

I hereby declare that the work in this thesis is my own except for the several fact-finding that each of their sources has been clarified.

1 APRIL 2005

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ACKNOWLEDGEMENT

I'm very grateful to God for His mercy and blessing, I am able to complete this project on time. First and foremost, my heartfelt gratitude and appreciation goes to my supervisor, Puan Noorkhushaini Awang, who always given me valuable advice guidance, suggestion and comments in helping me to complete this project.

Next, I would like to thank my family especially my parents who always encourage me in successfully completing this course.

Finally, I want to thank all of my friends for everything they have done for me. The project was made possible by the effort of many people who provided invaluable information, reference materials and collaborative support. Thank you very much.

Lastly, I would like to thank to my family and friends for their ideas and support.

ABSTRACT

The “Learning Alphabet” system is developing through the combination of interactive multimedia element where it uses all elements that will attract kids attention. The interest of developing this application is to bring a new dimension of approach in delivering the teaching method for learning alphabet for kids age 4. This is to make sure that kids can recognize all those alphabets when they entering kindergarten. This report discusses the implementation and the findings of learning alphabet before entering school world as a new approach in interactive multimedia. The letters that were used are created as a 3D image so kids can see the whole shape of those alphabets. In addition, a powerful computer system together with the appropriate multimedia tools is identified in order to fulfill this system prototype requirement.

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